

Nintendo ENTERTAINMENT SYSTEM

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OR SERVICE? CALL 1-800-338-3700.

Nintendo



Nintendo of America Inc.
P.O. Box 207, Redmond, WA 98073-0207 U.S.A.

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Nintendo ENTERTAINMENT SYSTEM

NES-PM-USA

YOSHI!

INSTRUCTION BOOKLET



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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed for sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System[®] (NES[®]) and NES games. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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Thank you for purchasing the Hatch™ Game Pad for your Nintendo Entertainment System.*

Please read this instruction booklet carefully and follow the correct operating procedures.
Keep this instruction booklet and the warranty card for future reference.

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PRECAUTIONS

- 1) This is a high precision Game Pad. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- 2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pad under the Control Deck.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
- 4) Store the Game Pad in its protective sleeve when not in use.
- 5) Always check the Game Pad edge connector for foreign material before inserting the Game Pad into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

*Hatch and Yoshi are trademarks of Nintendo of America Inc.
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HATCH AND MATCH WITH YOSHI!



Yoshi is an action puzzle game starring Mario's dinosaur buddy Yoshi, and other familiar characters like Little Goomba and Blooper. Once again, Mario is going to have to battle away to save Yoshi, who is imprisoned in an egg. Match the egg shells to release Yoshi and score big points!

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HOW TO PLAY



It takes fast finger-work to make Mario shuffle the four trays and catch the rain of characters falling from the top of the screen. There are six different characters, including Little Goomba, Blooper and Don Knobby. You must match a falling character with another of the same type to make them both disappear. If the characters don't match up, they will start to stack (or, higher and you don't want that). If your stacks grow above the top line, the game will be over! Sometimes Yoshi's egg will help with the other characters. Match up the top and bottom parts of Yoshi's egg and you will form an entire egg and clear away all the characters in-between the boxes. Yoshi will then hatch out of the egg, giving you bonus points.



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Using the Controller

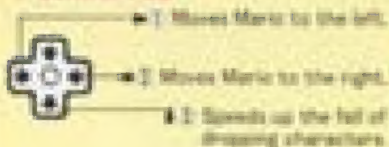
Use Controller [1] to play a 1-player game.

Use Controllers [2] and [3] to play a 2-player game.

Controller 1/ Controller 2



Control Pad



When the Mario screen is displayed, the "Z" and "X" are used to select options. The "Z" and "X" are used to select a setting in the different screens.

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A and B Buttons

These buttons control the position of the shape that Mario can move.



SELECT Button

Press this button on the title screen to move the cursor. This button is not used during the game.

START Button

- (1) Press this to start play.
 - (2) Press this to pause play.
- Press this button during the game to pause the action. Press this button again to restart the game from where you left off.

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LET'S START PLAYING



Correctly insert the cartridge into the Nintendo Entertainment System. Turn the power switch of the NES ON to display the Title screen.

Use either the  Control Pad or the SELECT button to select a 1 player or 2 player game. Then press the START button to display the Menu screen.



Menu Screen

1-Player Game



Type of game

Level

Speed

Type of music

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GAME

Use this to select the type of game to be played.

1. Press the game icon (arrow) to select the game to be played.
2. Press the game icon (arrow) to select the game to be played.

LEVEL

Use this to select the level of difficulty of the game. Pressing the game icon (arrow) will select the game.

1. Press the game icon (arrow) to select the game to be played.
2. Press the game icon (arrow) to select the game to be played.
3. Press the game icon (arrow) to select the game to be played.

SPED

Use this to select the speed of the game (the selected level).

1. Press the game icon (arrow) to select the game to be played.
2. Press the game icon (arrow) to select the game to be played.

MISC

Use this to select the type of bonus game to be played.

1. Press the game icon (arrow) to select the game to be played.

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$$d^2 \mathcal{L} / d\alpha^2 = 0 \quad \text{if} \quad \alpha = 0 \quad \text{and} \quad \int_{\mathbb{R}^n} |\nabla u|^2 dx < \infty$$

There are many good reasons for not using a single-point estimate for the probability of a project's completion. First, it is often difficult to determine a single-point estimate for the probability of a project's completion. Second, it is often difficult to determine a single-point estimate for the probability of a project's completion. Third, it is often difficult to determine a single-point estimate for the probability of a project's completion. Fourth, it is often difficult to determine a single-point estimate for the probability of a project's completion. Fifth, it is often difficult to determine a single-point estimate for the probability of a project's completion. Sixth, it is often difficult to determine a single-point estimate for the probability of a project's completion. Seventh, it is often difficult to determine a single-point estimate for the probability of a project's completion. Eighth, it is often difficult to determine a single-point estimate for the probability of a project's completion. Ninth, it is often difficult to determine a single-point estimate for the probability of a project's completion. Tenth, it is often difficult to determine a single-point estimate for the probability of a project's completion.

Figure 1

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24

圖書分類

4120

1992, 1993, 1994

► **RESEARCH** ■ **REVIEW** ■ **REPORT** ■ **REPLY**

□ □ □ □ □

1994

100

Source: *Journal of the American Statistical Association*, 1997, 92, 1033-1042.

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HOW TO PLAY SOLO

(1 Player Game)

A TYPE

You start this game with the character's strength higher than the full time. As you score goals higher and you make more mistakes the character's strength goes weaker. If you lose all 4 characters to find all one of the six keys, both will disappear, and you will get 2 points of the character and find 2 more keys. You'll get some points for the 2 keys you score.

B TYPE

You start this game with some the score already changed. You go in 4 stages of the game. The more wrong the answer to the quiz stage. With each stage the number of characters you must make stronger.

GAME SCREEN

Character

Goal's egg

Level

Score



Current game

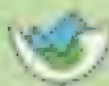
Time of game over

Number of
times finished

Stage

From 1990 to 1992

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1. The first step is to identify the problem or question that needs to be answered.

19. The following table shows the number of people who attended the 2000 Summer Olympic Games in Sydney, Australia. The numbers are rounded to the nearest million.



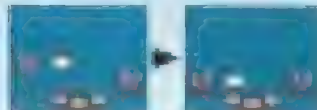
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How to Find the Egg Treasure

When you find an egg, it will be marked with the falling character. If you find one at the same time, the number of the egg in the game screen will increase. Before you find an egg, it will be marked with the falling character.



When you find an egg, it will be marked with the falling character.

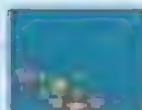
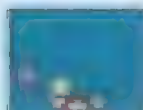
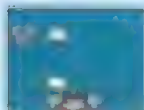


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A proper shot will send an enemy's body into the water, and that's an easy way to kill a weak enemy without hurting it.

If you repeat this exercise many times, you'll learn what shot will kill a weak enemy fast, and you will get a bonus: increasing all four stats (strength, speed, defense, and magic).



1. Strength
100
100
100
100



2. Speed
100
100
100
100



3. Defense
100
100
100
100



4. Magic
100
100
100
100

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HOW TO PLAY AN OPPONENT (3-PLAYER GAME)



Two players start the game at the same time. To win, you need to clear all the characters on your tray before your opponent does. You receive an egg each time you clear your tray. However, if your characters pile up over the first line, you lose and your opponent will get an egg. The first person to receive 3 eggs wins the game.

GAME SCREEN



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How to Attack in the Challenge Mode

You can send extra characters over to your opponent if you sandwich characters between upper and lower halves of Trachi's egg. The number of characters you sandwich will fall as extra characters on your opponent's screen.

Your screen



The character you sandwich is sent to your opponent's screen.

Opponent's screen



The character sandwiched is one. Three characters begin to fall.

Challenge Result Screen



Extra egg

The Battle Result screen will be displayed when the game ends.

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MEMO



